CELLULAR TELEPHONE PROTOCOL ADAPTIVE PRINTING

TECHNICAL FIELD

[0001] The systems, methods, storage media, and so on described herein relate generally to cellular telephones and more particularly to cellular telephone protocol adaptive printing.

BACKGROUND

[0002] Cellular telephones have conventionally had limited or no print protocol awareness.

BRIEF DESCRIPTION OF THE DRAWINGS

[0003] The accompanying drawings, which are incorporated in and constitute a part of the specification, illustrate various example systems, methods, and so on that illustrate various example embodiments of aspects of the invention. It will be appreciated that the illustrated element boundaries (e.g., boxes, groups of boxes, or other shapes) in the figures represent one example of the boundaries. One of ordinary skill in the art will appreciate that one element may be designed as multiple elements or that multiple elements may be designed as one element. An element shown as an internal component of another element may be implemented as an external component and vice versa. Furthermore, elements may not be drawn to scale.

[0004] **FIG. 1** illustrates an example cellular telephone protocol adaptive printing method.

[0005] **FIG. 2** illustrates an example cellular telephone protocol adaptive printing method.

[0006] **FIG. 3** illustrates an example cellular telephone protocol adaptive printing method.

[0007] **FIG. 4** illustrates an example cellular telephone protocol adaptive printing method.

[0008] **FIG. 5** illustrates an example cellular telephone protocol adaptive printing method.

[0009] **FIG. 6** illustrates an example cellular telephone protocol adaptive printing system.

[0010] **FIG. 7** illustrates an example cellular telephone protocol adaptive printing system.

[0011] **FIG. 8** illustrates an example cellular telephone protocol adaptive printing system.

[0012] **FIG. 9** illustrates an example cellular telephone protocol adaptive printing system.

[0013] **FIG. 10** illustrates an example image forming device that may interact with a system or method for cellular telephone protocol adaptive printing.

[0014] **FIG. 11** illustrates an example data packet associated with systems and methods for cellular telephone protocol adaptive printing.

[0015] **FIG. 12** illustrates an example cellular telephone configured with an example cellular telephone protocol adaptive print system.

DETAILED DESCRIPTION

[0016] The following includes definitions of selected terms employed herein. The definitions include various examples and/or forms of components that fall within the scope of a term and that may be used for implementation. The examples are not intended to be limiting. Both singular and plural forms of terms may be within the definitions.

[0017] "Computer-readable medium", as used herein, refers to a medium that participates in directly or indirectly providing signals, instructions and/or data. A computer-readable medium may take forms, including, but not limited to, non-volatile media, volatile media, and transmission media. Non-volatile media may include, for example, optical or magnetic disks and so on. Volatile media may include, for example, optical or magnetic disks and so on. Volatile media may include dynamic memory and the like. Transmission media may include coaxial cables, copper wire, fiber optic cables, and the like. Transmission media can also take the form of electromagnetic radiation, like those generated during radio-wave and infra-red data communications, or take the form of one or more groups of signals. Common forms of a computer-readable medium include, for example, a floppy disk, a flexible disk, a hard disk, a magnetic tape, other magnetic medium, a CD-ROM, other optical medium, punch cards, paper tape, other physical medium with patterns of holes, a RAM, a ROM, an EPROM, a FLASH-EPROM, or other memory chip or card, a memory stick, a carrier wave/pulse, and other media from which a computer, a processor or other electronic device can read. Signals used to propagate instructions or other software over a network, like the Internet, can be considered a "computer-readable medium."

[0018] "Logic", as used herein, includes but is not limited to hardware, firmware, software and/or combinations of each to perform a function(s) or an action(s), and/or to cause a function or action from another component. For example, based on a desired application or needs, logic may include a software controlled microprocessor, discrete logic like an application specific integrated circuit (ASIC), a programmed logic device, a memory device containing instructions, or the like. Logic may also be fully embodied as software. Where multiple logical logics are described, it may be possible to incorporate the multiple logical logics into one physical logic. Similarly, where a single logical logic is described, it may be possible to distribute that single logical logic between multiple physical logics.

[0019] "Signal", as used herein, includes but is not limited to one or more electrical or optical signals, analog or digital, one or more computer or processor instructions, messages, a bit or bit stream, or other means that can be received, transmitted and/or detected.

[0020] "Software", as used herein, includes but is not limited to, one or more computer or processor instructions that can be read, interpreted, compiled, and/or executed and that cause a computer, processor, or other electronic device to perform functions, actions and/or behave in a desired manner. The instructions may be embodied in various forms like routines, algorithms, modules, methods, threads, and/or programs including separate applications or code from dynamically linked libraries. Software may also be implemented in a variety of executable and/or loadable forms including, but not limited to, a stand-alone program, a